```
Audio::UserData
    + ~UserData()
Audio::RenderableSource
+ ~RenderableSource()
+ startPlaying()
+ stopPlaying()
+ isPlaying()
+ getPlayingTime()
+ getSource()
+ seek()
+ update()
# RenderableSource()
# startPlayingImpl()
# stopPlayingImpl()
# isPlayingImpl()
# getPlayingTimeImpl()
# updateImpl()
# seekImpl()
```